```
Order
 # parent
 # type
 # subtype
 # done
 # group
 # targetlocation
 # suborders
 # messagequeue
 # actionstring
 + ChooseTarget()
 + PursueTarget()
 + ClearMessages()
 + Order()
 + Order()
 + Destroy()
 + Execute()
 + queryType()
 + queryAny()
 + eraseType()
 and 24 more...
 # ~Order()
 # Destructor()
Orders::FireAllYouGot
```

+ FireAllYouGot() + Execute()